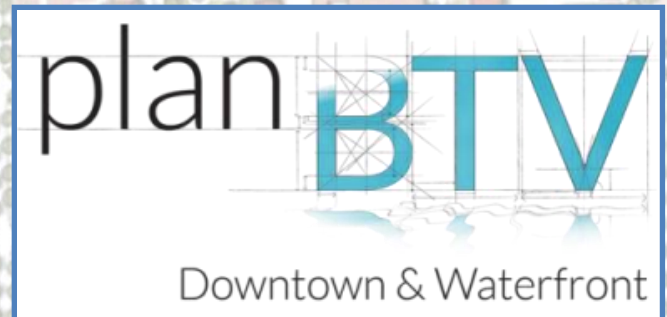
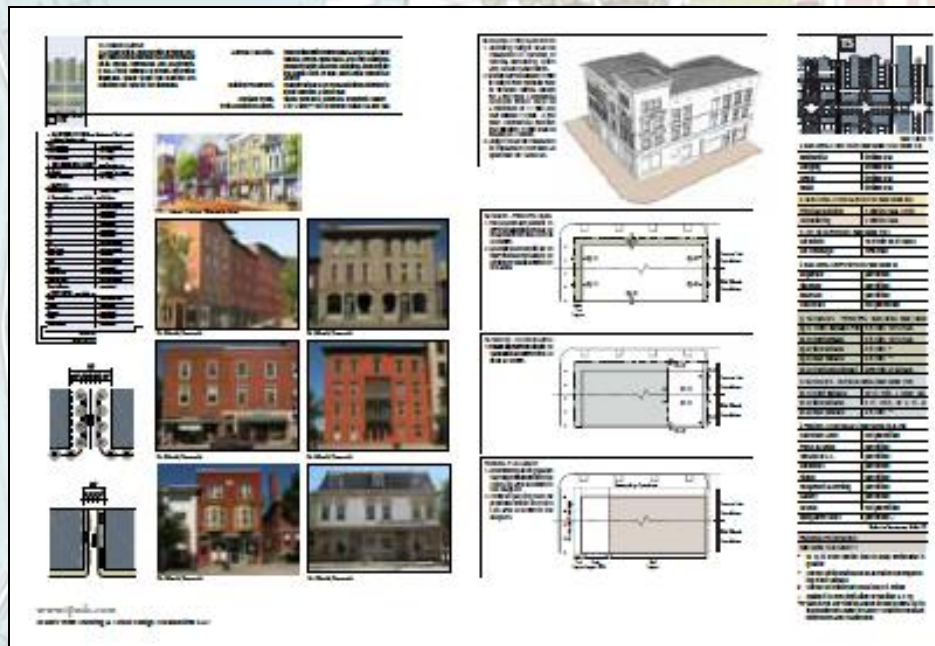


A Vibrant and Walkable City:

Creating a new Form Based Code for Burlington's Downtown and Waterfront



City of Burlington
Department of Planning & Zoning

plan BTV

Downtown & Waterfront

TAPPING
BURLINGTON'S
CREATIVE
ECONOMY

PLUS
CHICKENS
ON CHURCH?



LIMITED EDITION

THE
GREEN
MACHINE

Burlington's New Groundbreaking Waterfront
Stormwater Treatment Concept

PARK IT
BURLINGTON!

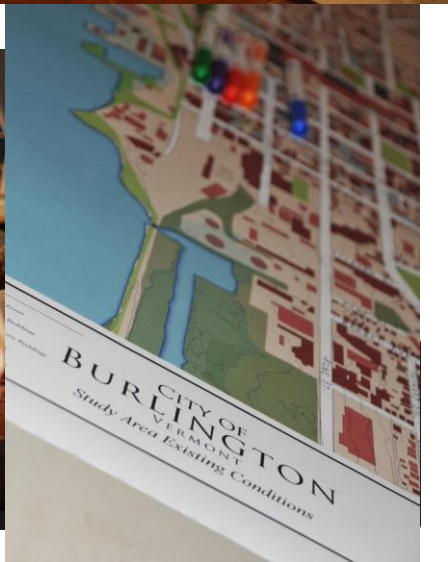
TIMELESS
PRINCIPLES

CREATING
"MUNICIPAL
ADVANTAGE"



PlanBTV is a collaboration of the people of Burlington, the City of Burlington, and Town Planning & Urban Design Collaborative LLC.
More at: www.burlingtonvt.gov/planBTV/

Planning Commission
Approved Draft
Mar 12, 2013



Describe the future of our Downtown and Waterfront...



7 Place-Based Themes

...for a sustainable future



Vibrant Economy – local food, local business, local character



Housing Choice – choice, affordability, dignity



Transportation Choice – walking, biking, transit, driving



Active and Healthy Living – access to nature, recreation, people, entertainment



Environmental & Cultural Stewardship – access to clean air & water, cultural & natural spaces



Sense of Place – civic pride, tolerance, community



Creativity & Innovation – innovation, arts, creativity

Collection of “Big Ideas” ...



Building a Vibrant Economy - *A path forward for economic expansion*



Addressing Climate Change



A Four Season Waterfront — *A Complete Mix of Activity*



The Housing Nut — *How to Crack It*



Farm to City — *Bringing Ag to Downtown Burlington*



Getting Around Town — *A Complete Streets Solution*



Park It Burlington — *Comprehensive Parking Management*



The Green Machine — *Sustainable Stormwater Management*

the urban century

URBAN IS BACK

**Its not only good for the planet,
your health, and your social life, but
also for the municipal pocket book.**



Main Street

EXISTING

POTENTIAL

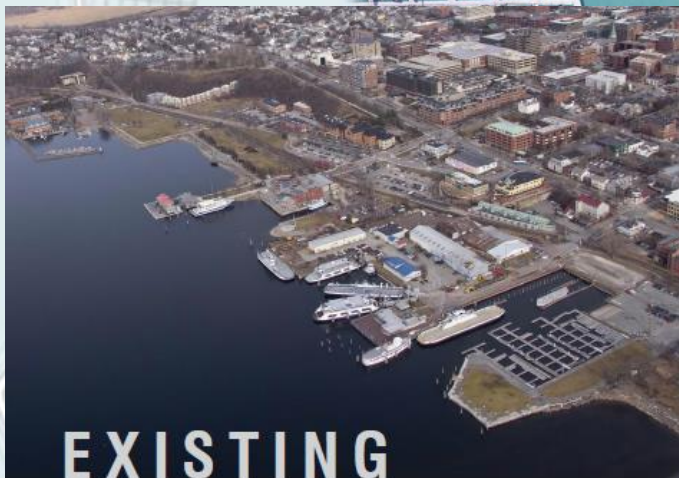
The Mall

EXISTING

PROPOSED

Waterfront

POTENTIAL



EXISTING

plan **BTV**

Downtown & Waterfront

WHAT WORKS

Lessons learned from Burlington and other traditional cities.

Density

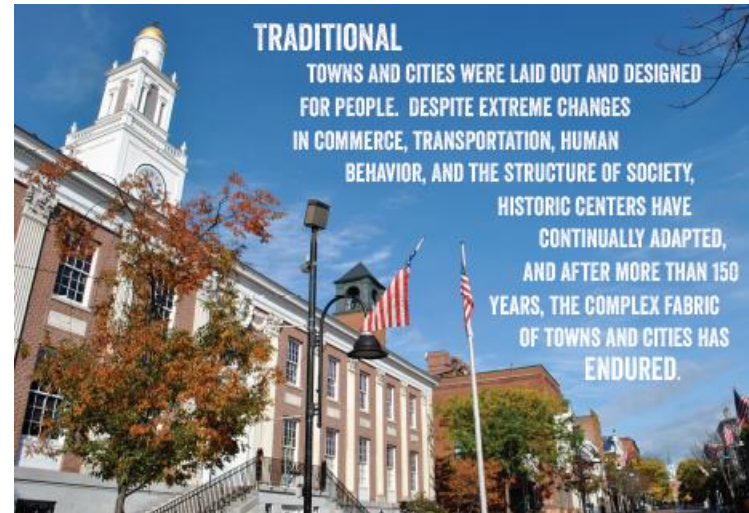


Diversity



Scale

Mixed-Use



TRADITIONAL

TOWNS AND CITIES WERE LAID OUT AND DESIGNED FOR PEOPLE. DESPITE EXTREME CHANGES IN COMMERCE, TRANSPORTATION, HUMAN BEHAVIOR, AND THE STRUCTURE OF SOCIETY, HISTORIC CENTERS HAVE CONTINUALLY ADAPTED, AND AFTER MORE THAN 150 YEARS, THE COMPLEX FABRIC OF TOWNS AND CITIES HAS ENDURED.

Connectivity



Walkability

Destination.

Distance.

Design.



Key Elements of a Successful and Walkable Built Environment



- **Diversity:** a rich mixture of character, uses and activities
- **Density:** the intensity of uses and activities
- **Distance:** the proximity of uses and activities to transit
- **Destination:** the proximity of uses and activities to one another
- **Design:** the visual quality and characteristics

Sounds great! So how do we get there?



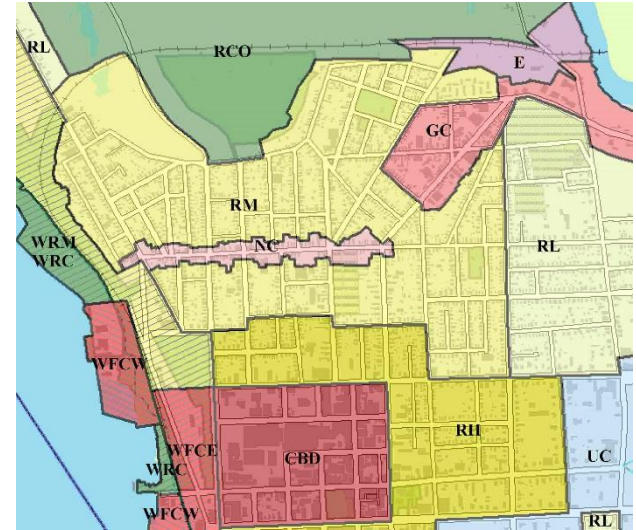






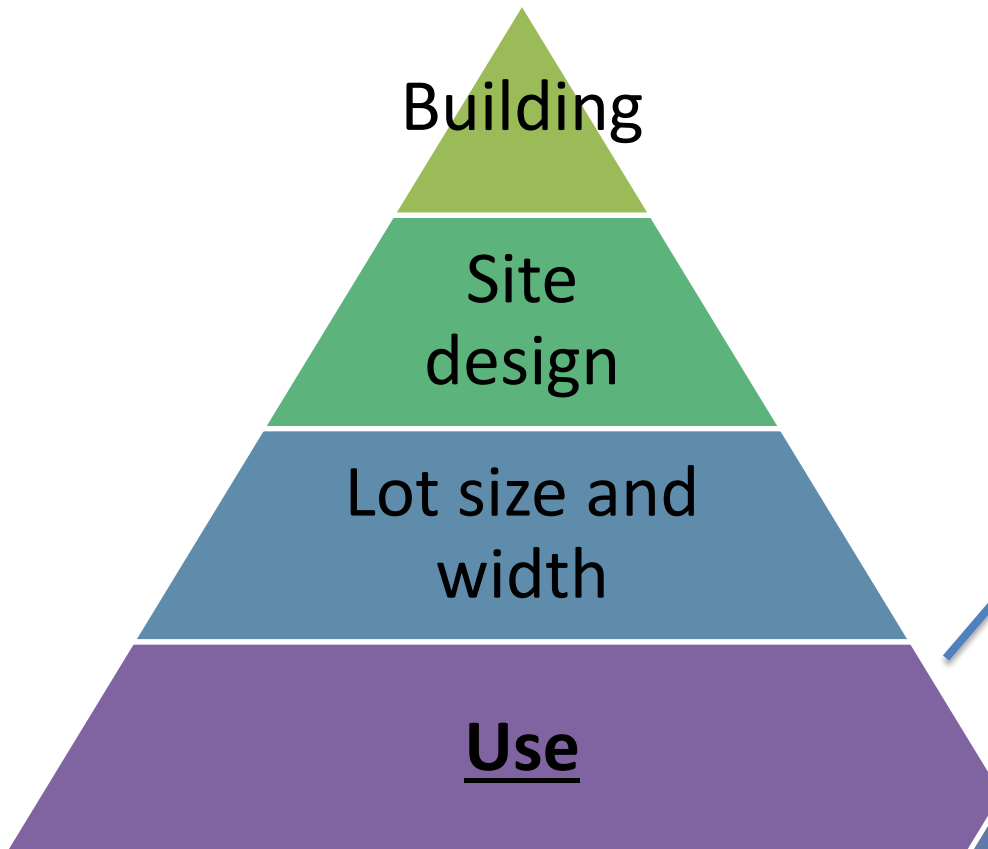
Many Types of Zoning

- Euclidean
 - Traditional **geographic separation** of land uses
 - e.g. housing should be separated from industrial uses
- Performance-Based
 - Focus on **measurable benefits and impacts**
 - Traffic, noise, lighting, jobs, water quality, stormwater runoff
- Form-Based
 - Focuses on the **form** that new development takes
- Hybrid

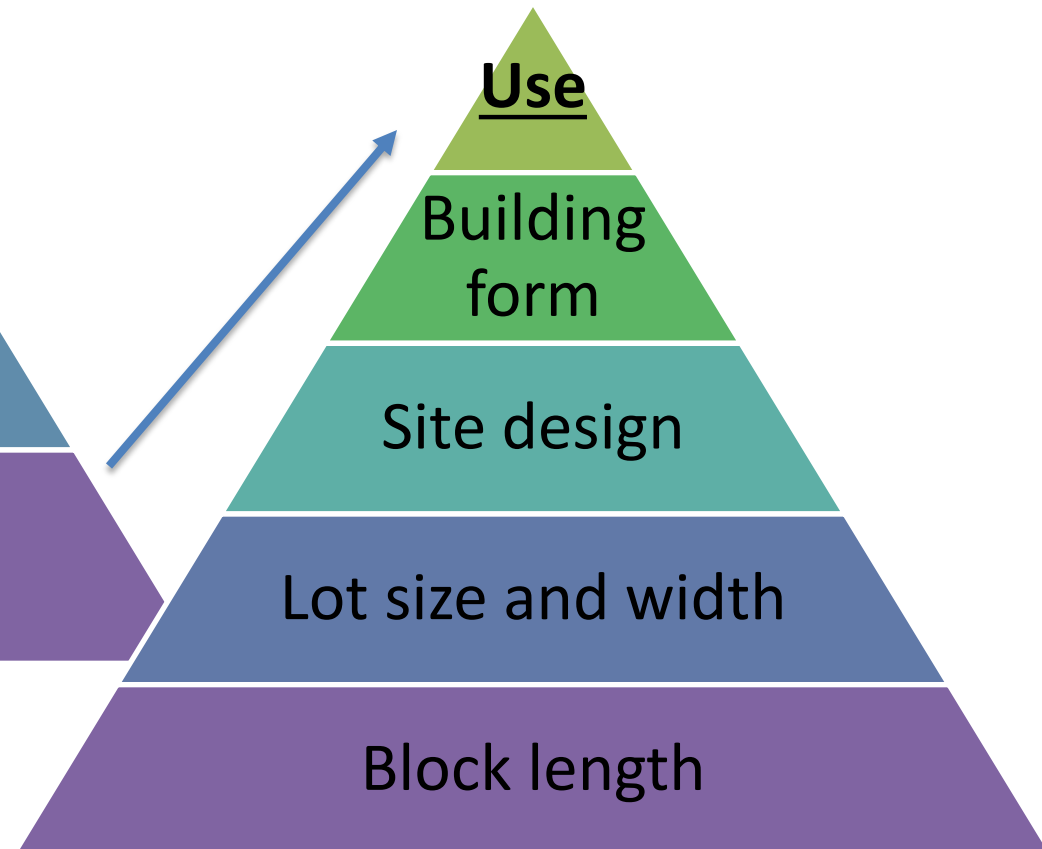


Form Based Codes: How are they different?

Conventional Zoning



Form Based Zoning



Form Based Codes: The “What” and “Why”



The Transect

- *An organizing principle to describe the progression of development scale and intensity from undeveloped to highly developed*
- *Transect (or Character) Zones provide a fine-grained distinction between parts of a community based on the form and character of existing (or desired) development.*

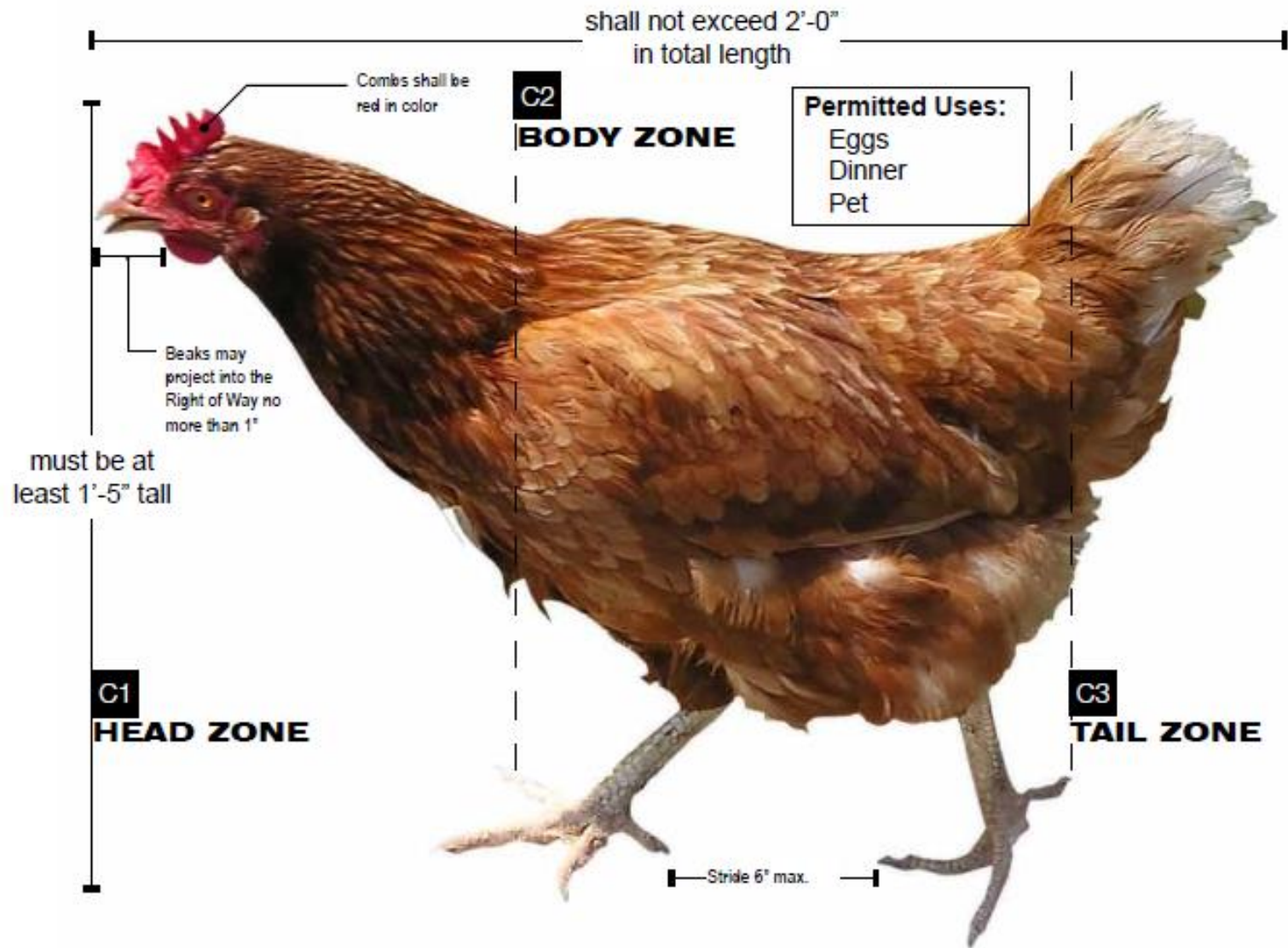
Form Based Codes: The “What” and “Why”

Expressly designed and intended to:

- *Create places that are highly accommodating and attractive for pedestrians*
- *Create places that strengthen and sustain economic viability*
 - *Enable a rich **mixture** of character, uses and activities*
 - *Encourage the **intensity** of uses and activities*
 - *Support **proximity** of uses and activities to one another and to transit*
 - *Emphasize and enhance the visual quality and characteristics of development*
 - *Respect and advance the existing patterns and character of development*

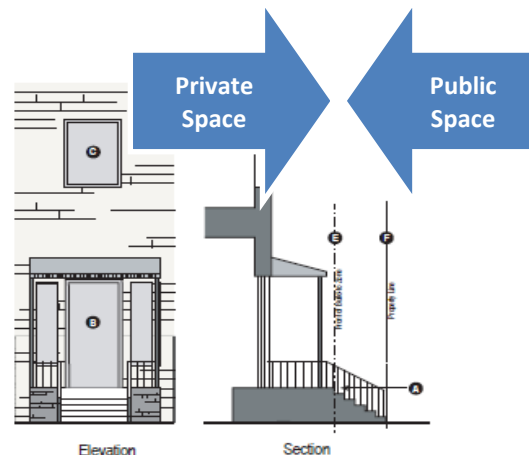
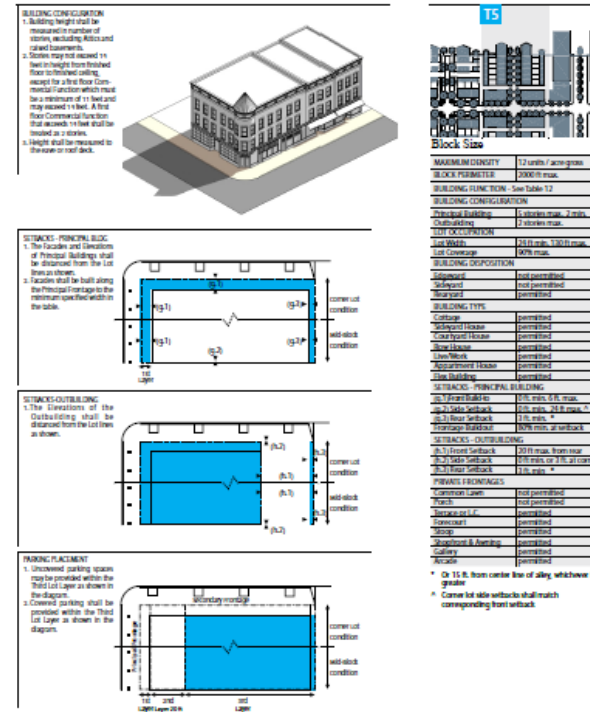


Form Based Codes: Adapted to Local Contexts

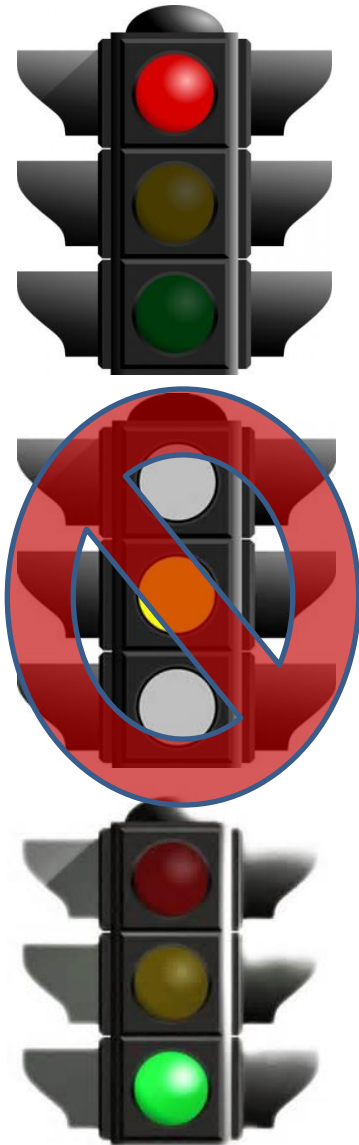


Form Based Codes: The “What” and “Why”

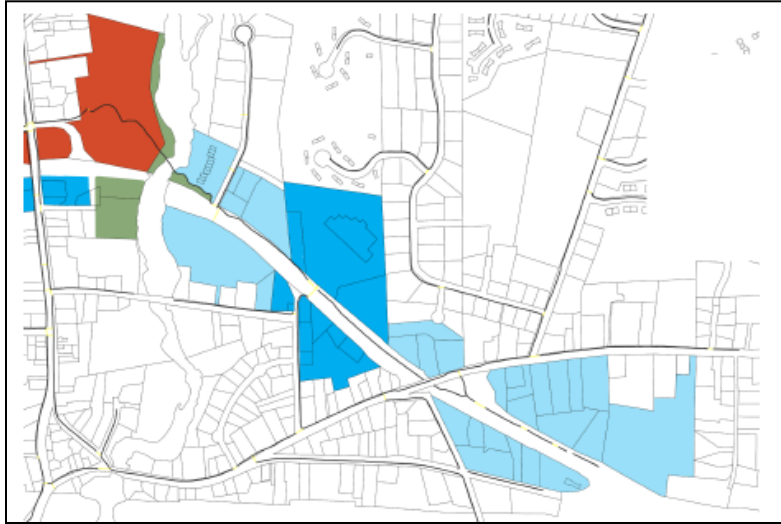
- Highly **graphical**
- **Objective** standards
- **Prescriptive** rather than permissive
- Largely “by right” rather than discretionary approval process
- **Greater certainty** for the public, confidence for investors, and assurance that a community’s vision actually comes to life.
- Fosters more **predictable results**
- Emphasizes how people relate to and experience the development



Just tell me what you want!!

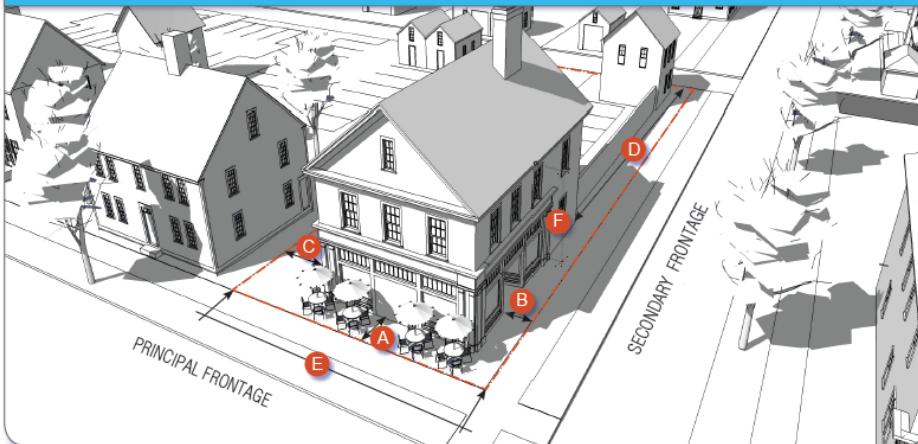


Components of a Form Based Code



- Regulating Plan
- Character District Standards
- Building Type Standards
- Private Frontage Standards
- Sign Standards
- Architectural Standards
- Landscape Standards

CD4 General Urban District — Corridor 2



BUILDING PLACEMENT — PRINCIPAL BLDG

Front Setback, Principal Frontage	0 ft min, 5 ft max	A
Front Setback, Secondary Frontage	2 ft min, 12 ft max	B
Side Setback	0 ft min, 6 ft max	C
Rear Setback	greater of 3 ft min or 15 ft from center line of alley	D
Frontage Buildout	75% min at front setback	

YARD TYPES

	(see Table 5.G.1)	
Edgeward	permitted	
Sideward	permitted	
Reward	permitted	

LOT OCCUPATION

Lot Width	18 ft min, 200 ft max	E
Lot Coverage	70% max	

BUILDING FORM — PRINCIPAL BUILDING

Building Height	3 stories max	F
First Story Height	12 ft min, 25 ft max	
Upper Story Height	10 ft min	
Facade Glazing	20% min - 70% max *	
Roof Type	flat, hip, gable	
Roof Pitch, if any	10:12 - 14:12	

* 70% min shopfront

BUILDING & LOT PRINCIPAL USE

See Table 5.J.1

BURLINGTON FORM-BASED CODE

Discussion Draft April 2014



Components of the Form Based Code

Preamble

Sec. 14.1 Overview and Guide

Sec. 14.2 Regulating Plan

Sec. 14.3 Specific to **Character Districts**

Sec. 14.4 Specific to **Building Types**

Sec. 14.5 Specific to **Frontage Types**

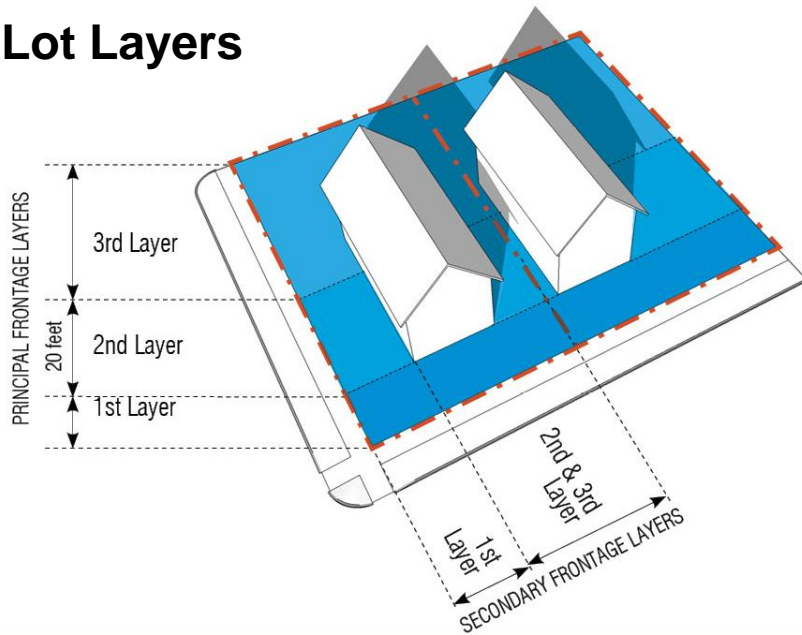
Sec. 14.6 Supplemental to Character Districts

Sec. 14.7 Administration and Procedures

Sec. 14.8 Form-Based Code Glossary

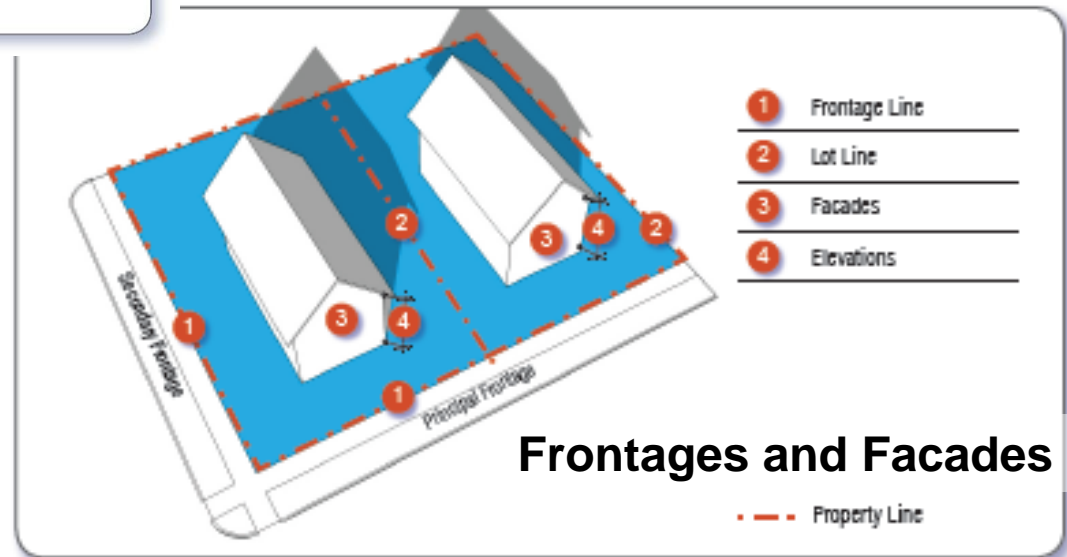
Form Based Code: New Tools for the Toolbox

Lot Layers



Important Distinctions:

- **Buildings vs Structures**
- **Parking Areas vs Parking Lots**
- **Garages vs Parking Structures**



Frontages and Facades

--- Property Line

Form Based Code: New Tools for the Toolbox

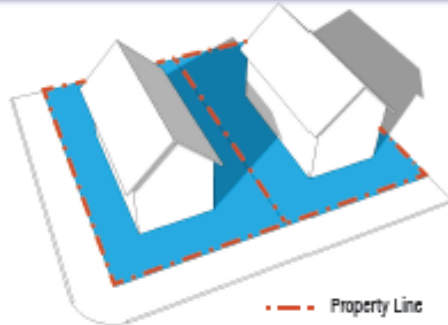
Yard Types

Edgeyard

Permitted Districts:

CD4-C1

CD4-C2



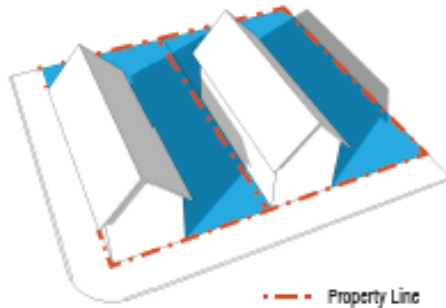
Specific Types - single family House, cottage, villa, estate house, urban villa. A building that occupies the center of its Lot with Setbacks on all sides. This is the least urban of types as the front yard sets it back from the Frontage, while the side yards weaken the spatial definition of the public Thoroughfare space. The front yard is intended to be visually continuous with the yards of adjacent buildings. The rear yard can be secured for privacy by fences and a well-placed Backbuilding and/or Outbuilding.

Sideyard

Permitted Districts:

CD4-C1

CD4-C2



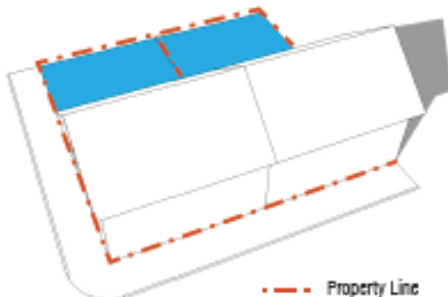
Specific Types - single house, duplex, zero lot line house. A building that occupies one side of the Lot with the Setback to the other side. A shallow Frontage Setback defines a more urban condition. If the adjacent building is similar with a blank side wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. If a Sideyard House abuts a neighboring Sideyard House, the type is known as a twin or double House. Energy costs, and sometimes noise, are reduced by sharing a party wall in this Disposition.

Rearyard

Permitted Districts:

CD4-C1

CD4-C2



Specific Types - Townhouse, Rowhouse, Live-Work unit, loft building, Apartment House, Mixed Use Block, Flex Building, perimeter Block. A building that occupies the full Frontage, leaving the rear of the Lot as the sole yard. This is a very urban type as the continuous Facade steadily defines the public Thoroughfare. The rear Elevations may be articulated for functional purposes. In its Residential form, this type is the Rowhouse. For its Commercial form, the rear yard can accommodate substantial parking.



Form Based Code: New Tools for the Toolbox

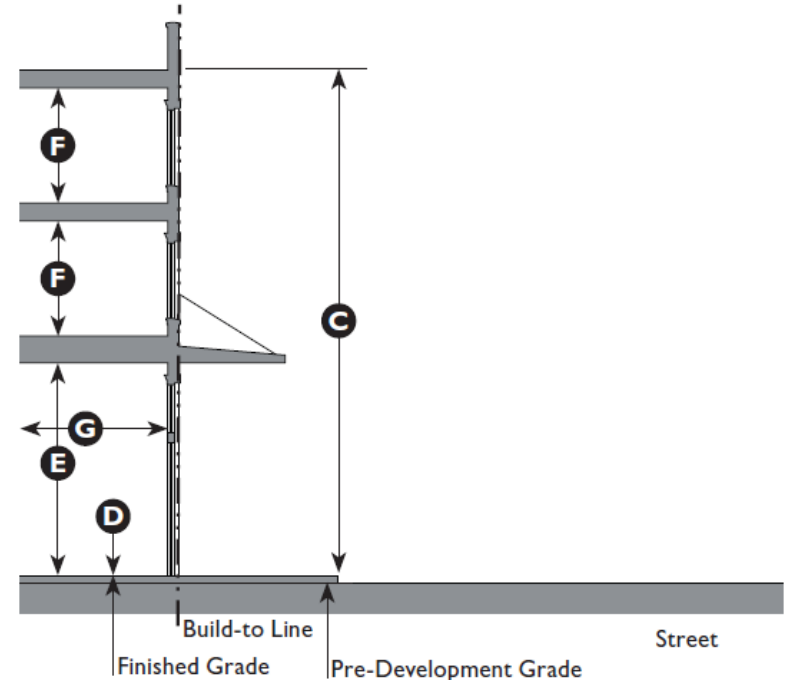
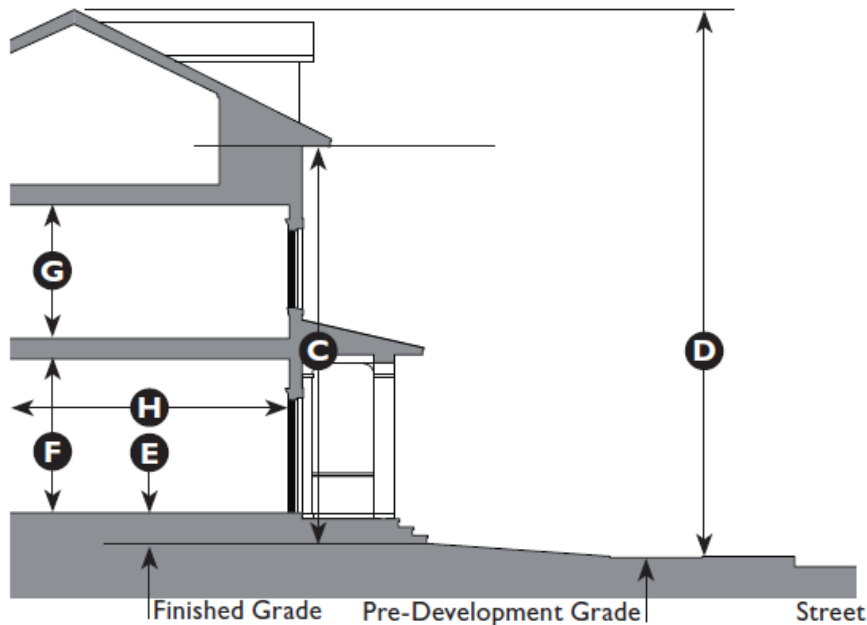
Building Heights

- # of stories vs feet
- Limited by Character District and Regulating Plan
- First floor vs upper floors
- Related to Building type
- Overall height?

Table 14.6.5-A: Maximum Height of a Floor¹

	Building Types: Carriage House, Small House, Large House, Duplex, Rowhouse, Multi-Family	Building Types: Work-Live, Mixed-Use, Perimeter, Civic, Flex
Ground floor	14' max.	11' min. - 25' max.
All other floors	12' max.	14' max.

¹ All heights are measured from finished floor to the highest point of the finished ceiling.



Components of the Form Based Code

Hierarchy of Standards

Character
District



Building
Type



Frontage
Type

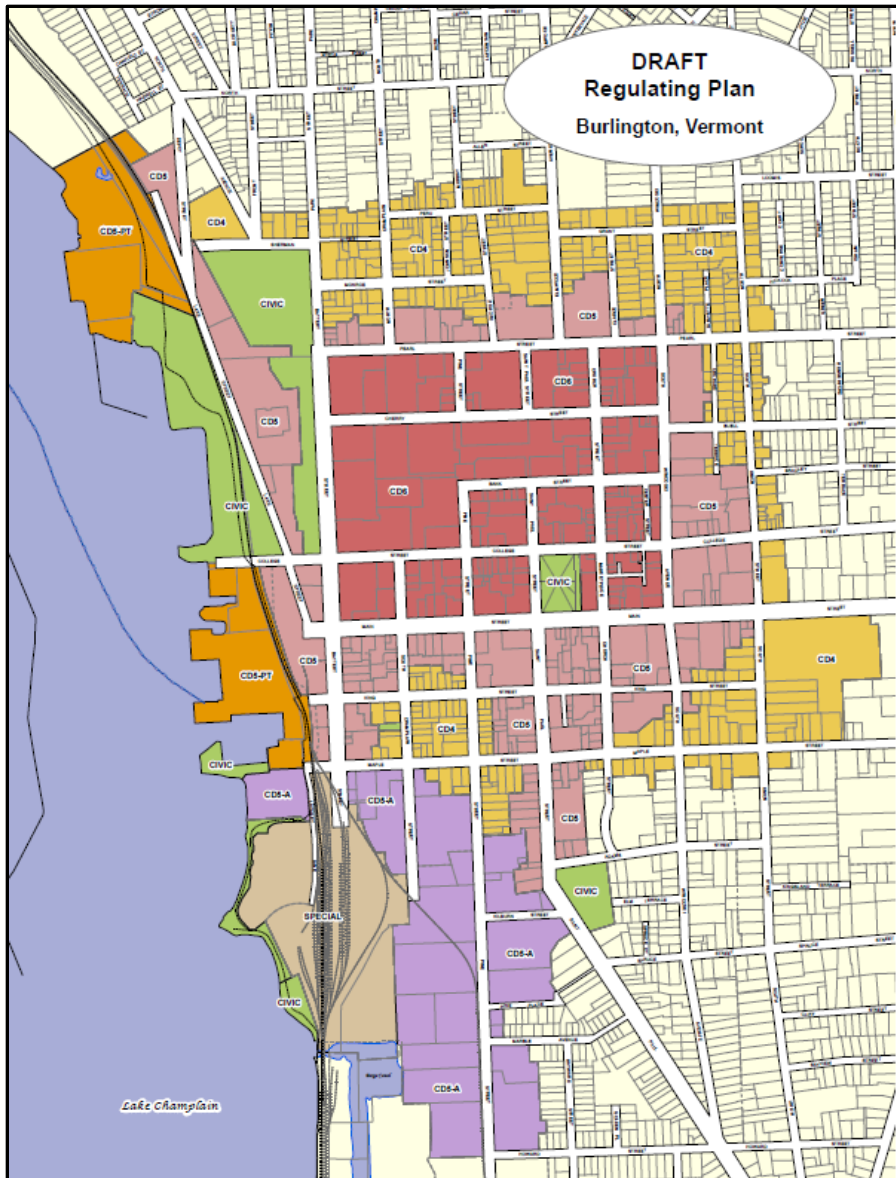


Components of the Form Based Code

Regulating Plan

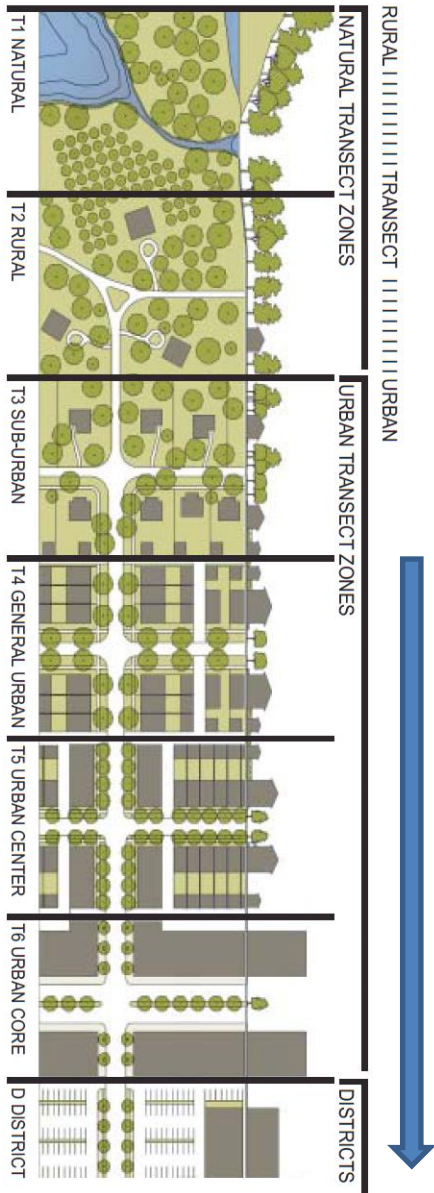
Illustrates:

- Character Districts
 - CD4 Downtown Neighborhood
 - CD5 Public Trust
 - CD5 Artisan
 - CD5 Downtown
 - CD6 Downtown Core
- Special Districts (Railyard)
- Civic Spaces (Parks)
- Special Requirements
 - Building Height Limits
 - Shopfront Required

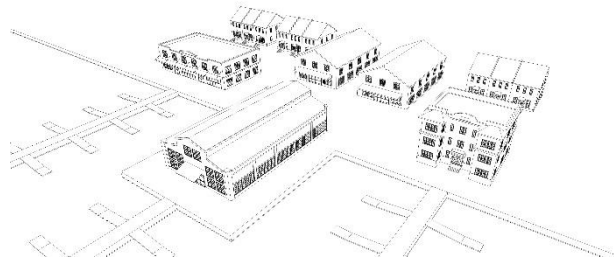


Components of the Form Based Code

Character Districts



CD-4 Downtown Neighborhood



CD-5 Public Trust



CD-5 Artisan



CD-5 Downtown



CD-6 Downtown Core

Components of the Form Based Code

Character Districts

Section 14.3

Specific to Character Districts

14.3.8 - CD6 – DOWNTOWN CORE



14.3.8-A - Intent

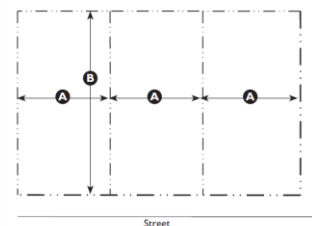
To enhance the vitality of the urban core with a variety of high density building types. Provide locally and regionally serving office, retail, service, hospitality, entertainment, civic functions, as well as a wide variety of urban housing choices. This district also aims to reinforce the walkable nature of the urban core of the city.

- Attached buildings
- Small to large footprint
- Building at the frontage line
- No side setback
- 3 to 10 stories
- Outbuildings not common

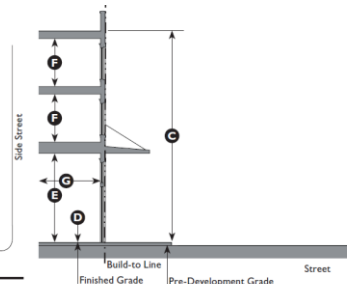
Specific to Character Districts

Section 14.3

14.3.8 - CD5 - Downtown Core



Key
--- ROW / Lot Line



14.3.8-B - Allowed Building Types

Building Type	Standards
Rowhouses	Section 14.4.8
Multi-Family	Section 14.4.9
Mixed-Use	Section 14.4.11
Flex	Section 14.4.12
Perimeter	Section 14.4.13
Civic	Section 14.4.14

14.3.8-C - Building Form

Height	Standards
Principal Building	3 stories min. 10 stories max. ¹ A
Stories above 5th story	12' setback min. from facade A
Outbuilding	2 stories max.

¹ Also subject to Regulating Plan maximum height limits.

Miscellaneous

The linear distance at the Frontage between ground floor entries shall be no more than 40'.

14.3.8-D - Lot Occupation & Building Placement

Block Perimeter	2,000 ft max.
Lot Coverage	100%
Frontage Buildout ²	100% along Primary B
	80% along Secondary B

Building Disposition Standards

Sideyard	Section 14.6.3
Rearyard	Section 14.6.3

Setback (Distance from ROW/Lot Line)

Front	Standards	
Principal Building	0' min. - 6' max. In third lot layer	C
Outbuilding		
Side	Standards	
Principal Building	0' min. - 12' max. 0' min. or 3' min. on secondary frontage	D
Outbuilding		
Rear	Standards	
Principal Building	0' min. or 15' from rear alley centerline	E
Outbuilding	0' min. or 15' from rear alley centerline	

Miscellaneous

A building form with a chamfered corner is allowed only on corner lots and only if a corner entry is also provided.

One Principal Building at the Frontage, and one or more Outbuildings to the rear of the Principal Building, may be built on each Lot.

² In the absence of a Building facade along any part of a Frontage Line, a Streetscreen shall be built on the same plane as the facade.

Components of the Form Based Code

Character Districts

Section 14.3

Specific to Character Districts

14.3.8 - CD6 - Downtown Core

14.3.8-E - Parking, Loading & Service

Required Spaces
No off-street parking required.
Location on the Lot
Loading, service areas, overhead doors, and other service entries shall be screened by a building or streetscreen and shall not be located on primary street facades.
Parking Areas shall be located in the Third Lot Layer.
Garages and Parking Structures shall be located behind a Perimeter Building (see Section 14.4.13).
Driveways may be shared between adjacent parcels.
With the exception of areas designed for unloading and loading of materials, Parking Areas shall be separated at least five feet from buildings in order to provide a sidewalk, landscaping, or other planting between the building and the parking.
Miscellaneous
Bollards, fences, tire stops or other structures must be utilized to block cars from spilling out of Parking Areas.
Parking, vehicle loading and service areas within a Lot shall be accessed by a Rear Alley or Lane, or from secondary frontage, where such is available.
Vehicular entrances to Loading Areas, Parking Lots, Garages, and Parking Structures shall be no wider than 24 feet at the Frontage.
Drive-Throughs are not allowed.
At least one pedestrian exit from all Parking Lots, Garages, and Parking Structures shall be directly to a Frontage Line (i.e., not directly into a Building).
See Section 14.6.8 I) (Supplemental to Character Districts - Bicycle Parking Requirements) for bicycle parking standards.

14.3.8-F - Encroachments - Required Setbacks

Encroachment Type	Rear
Steps to Building Entrance	A
Architectural Features	3' max.
Landscaping	A
Fences or freestanding walls	A ¹
Driveways, Walkways	A
Utility Structures	A
	1' 6' max. height.
Miscellaneous	
An existing building that encroaches into a required setback may be expanded vertically so long as that expansion does not encroach further into the required setback than the existing building.	
14.3.8-G - Encroachments - Public Right-of-way (along Primary and Secondary Frontages)	
Encroachment Type	Public ROW
Frontage Type	
Shopfront Awning ¹	15' max.
Officefront Awning ¹	15' max.
Architectural Features	3' max.
Signs	A ¹
¹ May encroach into the street ROW subject to the limits set forth in Section 14.6.9 (Supplemental to Character Districts - Sign Standards).	

14.3.8-H - Signage

Allowed Sign Types	Standards
Awning Sign	1 per window/door 14.6.9-C
Band	1 per shopfront & officefront max. 14.6.9-D
Blade	1 per Principal Entrance max. 14.6.9-E
Freestanding ¹	1 per frontage max. 14.6.9-F
Marquee	1 per business 14.6.9-G
Nameplate	1 per address 14.6.9-H
Outdoor Display Case	1 per business 14.6.9-I
Wall	1 per business 14.6.9-J
Window	1 per window and/or 1 per door 14.6.9-K
¹ 14' height max.	
Miscellaneous	
See Section 14.6.9 (Supplemental to Character Districts - Sign Standards) for specific requirements.	

Specific to Character Districts

Section 14.3

14.3.8- CD6 - Downtown Core

14.3.8-I - Use Type	CD5
RESIDENTIAL - GENERAL	
Single-Family and Multi-Family	P
RESIDENTIAL - SPECIAL	
Assisted Living	P
Boarding House ¹	P
Community House (See Sec.5.4.4) & Group Home	P
Convalescent /Nursing Home	P
LODGING	
Bed and Breakfast ¹	P
Historic Inn (See Sec.5.4.2)	P
Hotel, Motel	P
Shelter	P
RETAIL - GENERAL	
ATM	P
Convenience Store (See Sec.5.4.3)	P
Fuel Service Station ²	P
General Merchandise/Retail	P
Auto/Boat/RV Sales/Rentals ³	P
RETAIL - OUTDOOR	
Open Air Markets	P
OFFICE & SERVICE	
Animal Grooming	P
Beauty Salon/Barber Shop/Spa	P
Car Wash	P
Crisis Counseling Center	P
Office - General	P
Dry Cleaning Service	P
Funeral Home	P
Health Club/Studio	P
Laundromat	P
Mental Health Crisis Center	P
Office - Medical	P
Tailor Shop	P

Key

P	Permitted Use
CU	Conditional Use

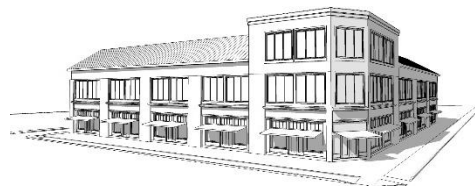
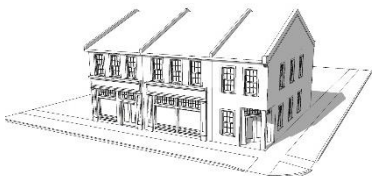
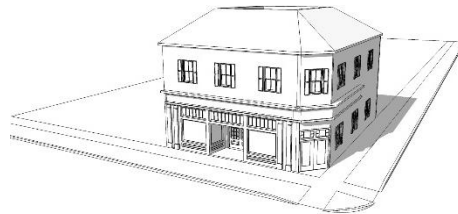
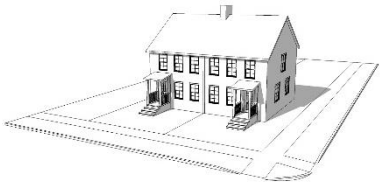
End Notes

- ¹Must be owner-occupied.
²Automobile sales not permitted as an accessory use.
³Exterior storage and display not permitted.

14.3.8-I - Use Type	CD5
HOSPITALITY/ ENTERTAINMENT/ RECREATION	
Aquarium	P
Art Gallery/Studio	P
Bar, Tavern	P
Billiards, Bowling & Arcade	P
Café	P
Cinema	P
Club, Membership	P
Community Center	P
Conference/Convention Center	P
Marina	P
Museum	P
Performing Arts Center	P
Performing Arts Studio	P
Recreational Facility - Indoor	P
Restaurant	P
Restaurant - Take Out	P
AGRICULTURE	
Community Garden	P
Urban Gardens	P
MANUFACTURING/ PRODUCTION/ STORAGE	
Dental Lab	P
Food Processing	P
Machine/Woodworking Shop	P
Manufacturing	P
Manufacturing - Tour Oriented	P
Medical Lab	P
Production Studio	P
Photography Lab	P
Printing Plant	P
Research Lab	P
Warehouse/Storage ¹	P
Warehouse, Self-Storage ²	P
EDUCATION & DAY CARE	
Day Care - Adult	P
Daycare - All	P
School - Post-Secondary & Community College	P
School - Primary	P
School - Secondary	P
School - Trade, or Professional	P

Components of the Form Based Code

Building Types



- Carriage House
- Small House
- Large House
- Duplex
- Rowhouse
- Multi-Family
- Work-Live
- Mixed Use
- Perimeter Building
- Civic Building

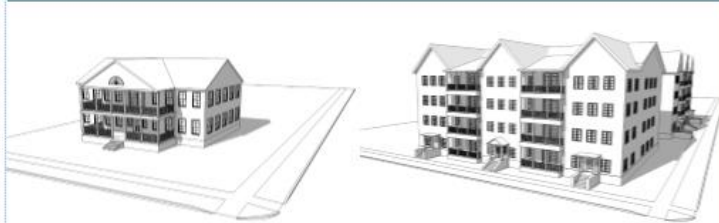
Components of the Form Based Code

Building Types

Section 14.4

Specific to Building Types

14.4.9 - MULTI-FAMILY



14.4.9-A - Description	Allowed in
Multi-Family: a Building with an Edgeyard, Sideyard and Rearyard yard type that consists of side-by-side and/or stacked units, typically with one or more shared entries.	CD4 CD5 CD5-A

14.4.9-B - Number of Units
Units per building 3 min.

14.4.9-C - Building Size and Massing

Height and Main Body Width
Per character district standards in Section 14.3 (Specific To Character Districts).



Large multi-family with Doorway frontage.

14.4.9-D - Allowed Frontage Types	
Porch: Projecting	See Section 14.5.5
Porch: Engaged	See Section 14.5.6
Porch: Integral	See Section 14.5.7
Stoop	See Section 14.5.8
Forecourt	See Section 14.5.9
Dooryard	See Section 14.5.10
Doorway	See Section 14.5.11
Lightwell ¹	See Section 14.5.12

¹ Only allowed in situations where the slope prevents at grade entry of the building.

14.4.9-E - Pedestrian Access	
Main Entrance Location	Primary Frontage

General Note: Photos on this page are illustrative, not regulatory.

Specific to Building Types

Section 14.4

14.4.10 - WORK/LIVE



14.4.10-A - Description	Allowed in
Work/Live: is a small to medium-sized attached or detached structure that consists of a flexible space used for artisan, studio, service, or retail uses and a residential unit above and/or behind. Both the flex space and the residential unit are internally connected and occupied by a single entity. This type is appropriate for providing affordable and flexible mixed-use space for incubating neighborhood-serving retail and service uses, artists and other craftspeople.	CD5 CD5-A

14.4.10-B - Number of Units
Units per building 1 max.

14.4.10-C - Building Size and Massing

Height

Per character district standards in Section 14.3 (Specific To Character Districts).

Main Body

Width	18' min. - 36 max.
-------	--------------------

General Note: Photos on this page are illustrative, not regulatory.

14.4.10-D - Allowed Frontage Types	
Stoop	See Section 14.5.8
Dooryard	See Section 14.5.10
Doorway	See Section 14.5.11
Lightwell	See Section 14.5.12
Shopfront	See Section 14.5.13
Terrace Shopfront	See Section 14.5.14
Officefront	See Section 14.5.15

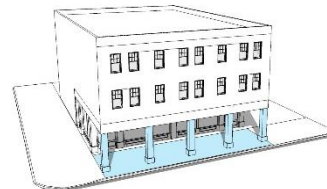
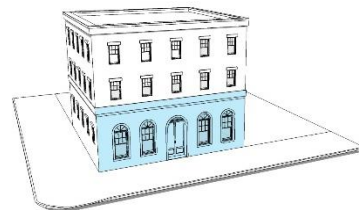
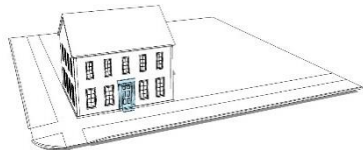
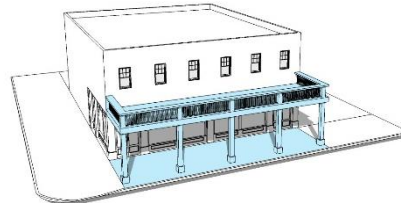
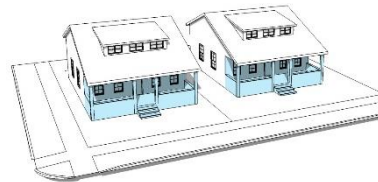
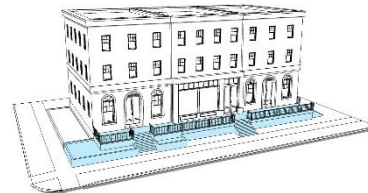
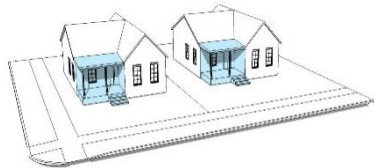
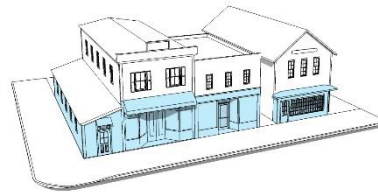
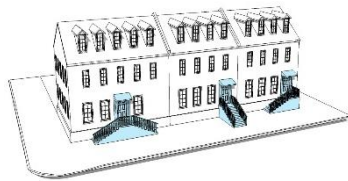
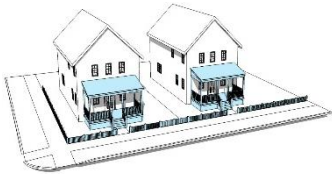
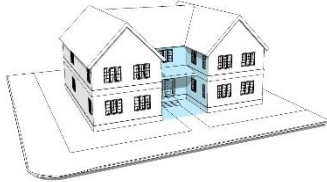
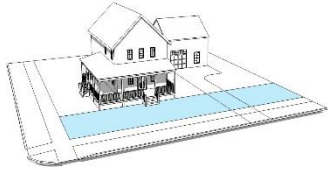
14.4.10-E - Pedestrian Access	
Main Entrance Location	Primary Frontage



Work/Live building with doorway frontage.

Components of the Form Based Code

Frontage Types



- Common Yard
- Porch
- Engaged Porch
- Integrated Porch
- Door Yard
- Doorstep
- Stoop
- Lightwell
- Terrace
- Shopfront
- Officefront
- Arcade
- Gallery

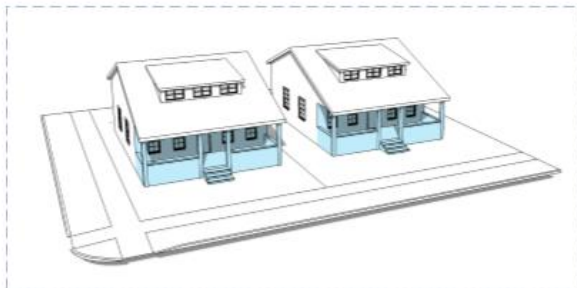
Components of the Form Based Code

Frontage Types

Section 14.5

Specific to Frontage Types

14.5.7 - PORCH: INTEGRAL



14.5.7-A - Description

An integral porch is open on one, two or three sides and is part of the overall massing and roof form of the building, making it impossible to remove the porch without major changes to the overall roof form. This may be used with or without a fence to maintain street spatial definition.

Allowed with

Detached House: Small
Detached House: Large
Duplex



14.5.7-B - Size

Width	10' min.	A
Depth	6' min.	B
Height, Clear	8' min.	C
Height	1 story max.	
Finish Level above sidewalk	18" min.	D
Path of Travel	3' wide min.	E

14.5.7-C - Miscellaneous

Projecting porches must be open on one, two or three sides.

In the case of an enclosed porch, the percentage of void area (windows and other openings) shall not be lower than 50% and unheated.

Porches may be enclosed with glass or screens and ceilings may be enclosed.



Specific to Frontage Types

Section 14.5

14.5.8 - STOOP



14.5.8-A - Description

A Frontage wherein the Facade is aligned close to the Frontage Line with the first story elevated from the Sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor Residential use.

Allowed with

Detached House: Small
Detached House: Large
Duplex
Rowhouse
Multi-Family
Work/Live
Mixed-Use



14.5.8-B - Size

Width	4' min. - 8' max.	A
Depth	4' min. - 8' max.	B
Height, Clear	8' min.	C
Height	1 story max.	
Finish Level above sidewalk	18" min. - 4' max.	D
Depth of recessed entries	6' max.	E

14.5.8-C - Miscellaneous

Stairs may be perpendicular or parallel to the building facade.

The entry doors are encouraged to be covered or recessed to provide shelter from the elements.

All doors must face the street.

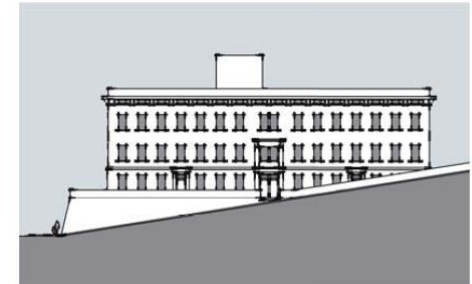
Stoops are allowed to encroach within 50% of the first lot layer.



Components of the Form Based Code

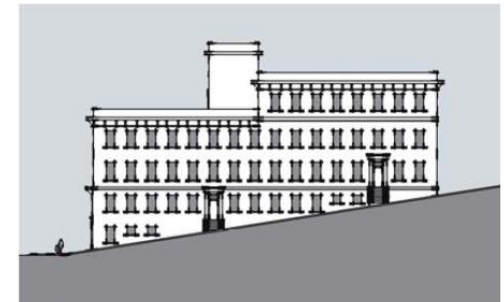
Sec. 14.6 Supplemental to Character Districts

- Yard Types & Lot Layers
- Topography and Hillside Requirements
- Building Height
- Historic Building and Districts
- Special Use Regulations
 - Day Care
 - Historic Inns
 - Automobile Service and Repair, and Fuel Sales
 - Community House
 - Home Occupations
 - Crisis Counseling Center
 - Outdoor Dining and Entertainment
 - Solid Waste Storage Areas
- Parking, Loading, Service and Driveways
- Sign Standards
- Architectural Standards
 - Composition, Walls, Attachment & Elements, Roofs, Openings, Windows and Doors, and Miscellaneous
- Landscape Standards



Elevation

Inappropriate. An inappropriate mass grading of a site that creates large blank retaining walls and building facades.

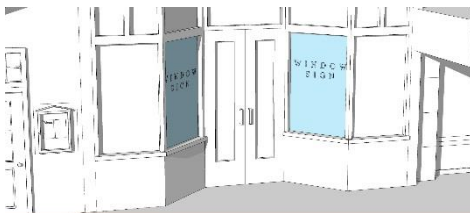
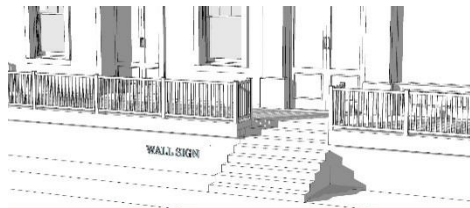
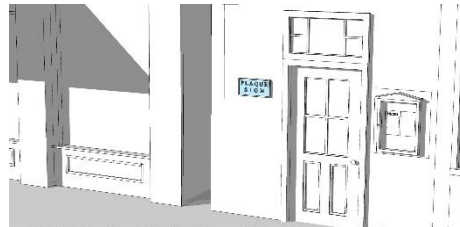
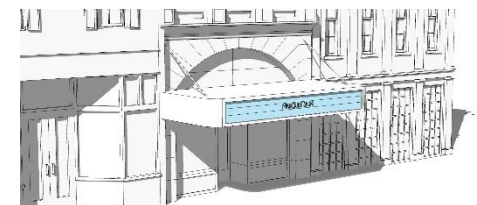
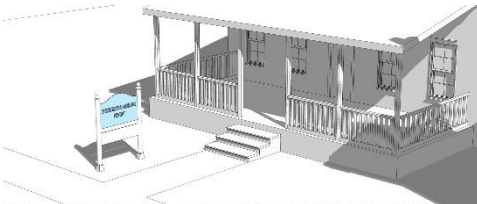
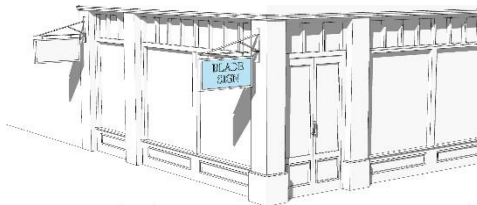
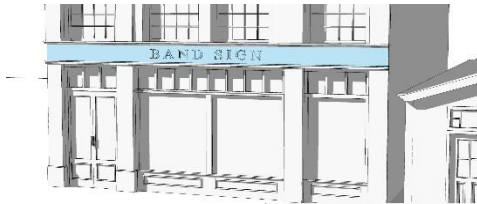
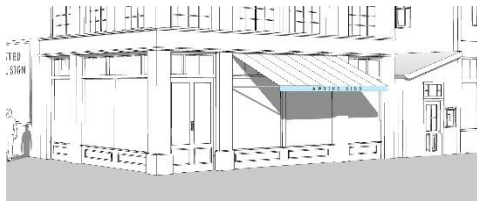


Elevation

Appropriate. An appropriate grading of a site to allow for the building to front on to both street addresses without creating large blank retaining walls or building facades.

Components of the Form Based Code

Sign Types



- Awning Sign
- Band Sign
- Blade Sign
- Freestanding Sign
- Marquee Sign
- Nameplate
- Outdoor Display Case
- Wall Sign
- Window Sign

Components of the Form Based Code

Sign Types

Section 14.6

Supplemental to Character Districts

14.6.9-F - FREESTANDING SIGN

Description

This sign type encompasses a variety of signs that are detached from a building and have an integral support structure.

Specifications

Quantity	1 per frontage max.
Area	20 sf max.
Width	8' max.
Height, Sign	8' max.
Height, Overall	14' max. ¹

¹ See Section 14.3.4-G (Specific to Character Districts-CD4 Downtown Neighborhood - Signage) for additional limitations.

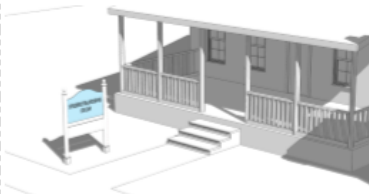
Miscellaneous

Freestanding signs may be double-sided.

All portions of freestanding signs shall be set back at least three (3) feet from the Frontage Line.

Freestanding signs may not be located in the public R.O.W.

The height of the freestanding sign shall be measured from the finished grade to the top of the light standard or supporting structure, whichever is higher.



Miscellaneous (Con't)

Freestanding signs shall only be externally illuminated.

Changeable copy signs are only allowed for gasoline prices and civic events and limited to no more than 50% the total sign area.

Freestanding signs may include electronic message displays as provided in Section 7 (Electronic Message Displays).

14.6.9-G - MARQUEE SIGN

Description

This sign type is a structural feature of a Building that provides shelter and sign space.

Specifications

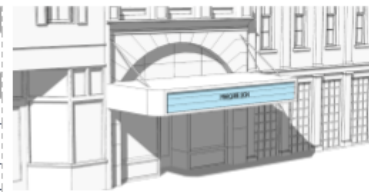
Number of Marquee	1 per business
Width	Principal entrance, plus 2' on each side
Height	50% of the story height max.
Height, Clear	10' min.
Projection	6' min.; 10' max.
Distance from curb	3' min.

Miscellaneous

Marquee Signs shall be allowed only for theatres, performing arts venues and sports arenas.

Marquee Signs shall be located only above the Principal Entrance of a Building.

Marquee Signs shall be cantilevered or supported from above. Columns or posts are prohibited.



Miscellaneous

Changeable message boards with removable physical lettering or electronic message displays shall be permitted.

Supplemental to Character Districts

Section 14.6

14.6.9-H - NAMEPLATE SIGN

Description

This sign type consists of either a panel or individual letters applied to a Building, listing the names of businesses or Building tenants.

Specifications

Quantity	1 per address
Area	3 sf max.
Width	18" max.
Height	2' max.
Depth/Projection	3' max.

Miscellaneous

A nameplate shall only provide the name, address or logo of an owner, tenant, and/or the Building to which it is affixed.

Nameplates shall consist of either a panel or individual characters applied to a Building wall within four (4) feet of an entrance to the Building.

Nameplates may only be backlit.



14.6.9-I - OUTDOOR DISPLAY CASE

Description

This sign type consists of a lockable metal or wood framed cabinet with a transparent window or windows, mounted onto a Building wall or freestanding support. It allows the contents, such as menus or maps, to be maintained and kept current.

Specifications

Quantity	1 per business; 4 max. for theaters
Area	6 sf max.
Width	4' max.
Height	4' max.
Projection	3' max.

Miscellaneous

Outdoor display cases may only be illuminated from inside the display case.

Outdoor display cases of theatres operating in the Building may be larger but shall not exceed 12 square feet.

Outdoor display cases shall only be attached to a wall.



Components of the Form Based Code

Sec. 14.7 Administration and Procedures

Review Process:



Components of the Form Based Code

Sec. 14.7 Administration and Procedures

Varying the Form:

Administrative Relief

DRB Relief

Variance

Table 14.7.3-A - Administrative Relief

Type of Relief	Limits of Relief Granted	Required Findings	Standards Reference
Relief is necessary due to existing topography and other physical site features and constraints			
Lot Width: The width of a lot may vary from the maximum or minimum lot width requirements.	+/- 10%, not to exceed 5 feet	The property can be developed following the intent and all other applicable standards of the character district, and granting the relief will yield a result equal to or better than in strict compliance with the standard.	Section 14.3: Specific to Character Districts, Special Districts and Civic Spaces, Table 14.3.4-D - Lot Occupation & Building Placement
Building Setbacks: A building setback may vary from the maximum or minimum setback requirements.	10% max	The property can be developed following the intent and all other applicable standards of the character district, and granting the relief will yield a result equal to or better than in strict compliance with the standard.	Section 14.3: Specific to Character Districts, Special Districts and Civic Spaces,
Parking Location: Parking Areas may be located in the Second Lot Layer.	Up to 25% of the Frontage may be occupied by parking.	No more than 25% of the Frontage shall be occupied by parking and it shall be screened from view along the Frontage.	Section 14.3: Specific to Character Districts, Special Districts and Civic Spaces
Building Height: Building height may increase where on a sloping lot.	1 additional floor in height.	Granting the relief will enable compliance with the Principal Entrance Level requirements without compromising the desired ground level floor-to-ceiling height.	Section 14.3: Specific to Character Districts, Special Districts and Civic Spaces; Section 14.5: Specific to Frontage Types; and Section 14.6.5 Building Height
Retaining Wall Location: Grading of a site requires retaining walls on rear and side property lines.	A retaining wall may be placed up to a rear or side property line.	Existing topography makes the placement of retaining walls impractical else-where on the lot. The property can be developed following the intent and all other applicable standards of the character district, and granting the relief will yield a result equal to or better than in strict compliance with the standard.	Section 14.3: Specific to Character Districts, Special Districts and Civic Spaces; Section 14.6.4: Supplemental to Character Districts— Topography and Hillside Requirements

Components of the Form Based Code



Character District

- CD4 – Downtown Neighborhood
- CD5-Public Trust
- CD5-Artisan
- **CD5- Downtown**
- CD6 – Downtown Core

Building Type

- Small House
- Large House
- Duplex
- Rowhouse
- Multi-Family
- Work-Live
- **Mixed Use**
- Perimeter
- Civic

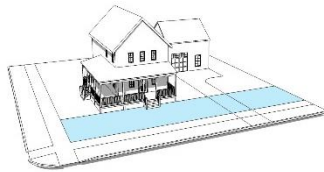
Frontage Type

- Porch
- Stoop
- Forecourt
- Dooryard
- Doorway
- Lightwell
- Office front
- **Shopfront**
- Terrace/Shopfront
- Galley
- Arcade

Form Based Codes: Examples



Sm. House



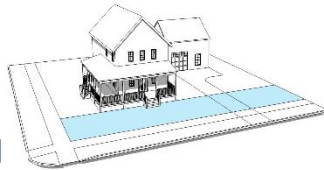
Common Yard



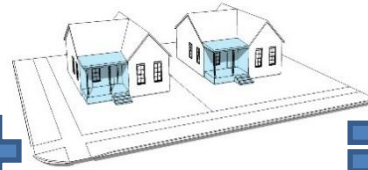
Integrated Porch



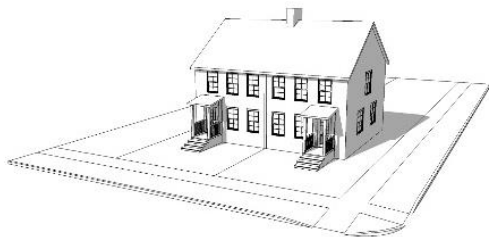
Lg. House



Common Yard



Engaged Porch



Duplex



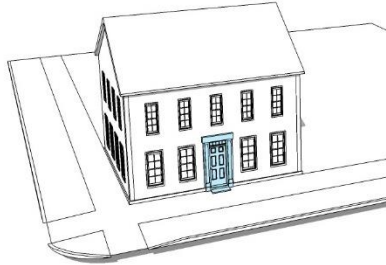
Porch



Form Based Codes: Examples



Multi-Family



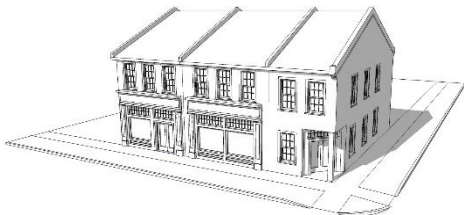
Doorway



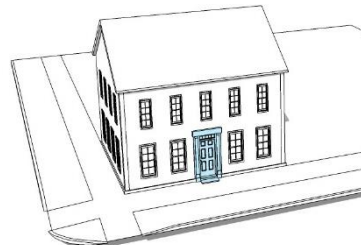
Multi-Family



Lightwell



Work-Live



Doorway



Form Based Codes: Examples



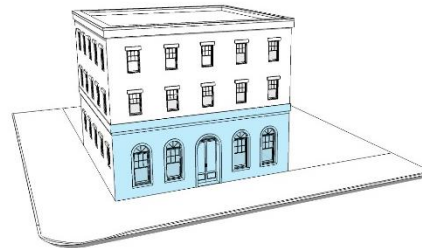
Mixed-Use



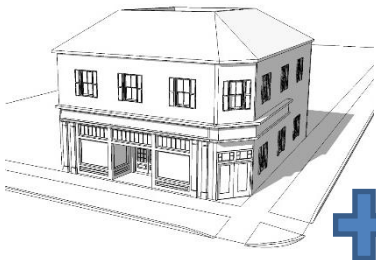
Shopfront



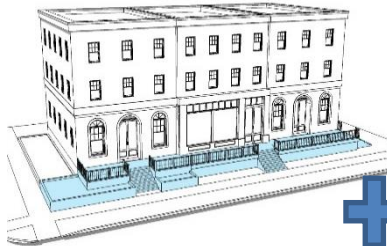
Mixed-Use



Officefront



Mixed-Use



Terrace



Shopfront





Downtown & Waterfront